

WHAT IS CLAIMED IS:

1. A method of playing a board game, providing the steps of:

providing a game board;

providing at least two players with a set of chess game pieces;

playing with said chess game pieces on said game board a first game that is not chess, until predetermined circumstances occur; and

playing chess with said chess pieces on said game board after said predetermined circumstances occur.

2. The method according to Claim 1, wherein said first game eliminates players from the game and said predetermined circumstances include when only two players remain.

3. The method according to Claim 2, wherein said step of providing a game board includes providing a game board containing rows and columns of square spaces, wherein a central region of a predetermined number of square spaces is centrally defined on said game board.

4. The method according to Claim 3, wherein said predetermined circumstances include when a player moves all said chess game pieces into said central region of said game board.
5. The method according to Claim 1, wherein said step of providing a game board includes providing a game board divided into a plurality of different areas.
6. The method according to Claim 5, wherein said first game includes players attempting to control said plurality of different areas with said chess game pieces.
7. The method according to Claim 6, wherein said predetermined circumstances include when a player controls a majority of said plurality of different areas with said chess game pieces.
8. A board game assembly, comprising:
- a game board having a plurality of areas disposed thereon, said game board having play spaces that extend throughout said plurality of areas, wherein at

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least some of said play spaces in each of said plurality of areas are control spaces;

a set of chess game pieces for at least two players; and

placement cards for identifying where players should place said chess game pieces for the start of a game.

9. The assembly according to Claim 8, further including ownership cards that identify said plurality of areas on said game board.

10. The assembly according to Claim 8, wherein a first area of play is defined on said game board that extends through all of said plurality of areas.

11. The assembly according to Claim 10, wherein said first area of play is a square area consisting of sixty-four play spaces arranged in eight columns and eight rows.

12. The assembly according to Claim 11, wherein a second area of play is defined on said game board that extends through all of said plurality of areas.

13. The assembly according to Claim 12, wherein said second area of play is larger than said first area of play and said first area of play is contained within said second area of play.

14. A method of playing a board game, comprising the steps of:

providing a game board that is divided into a plurality of areas, wherein play spaces extend through said plurality of areas;

having multiple players utilize chess game pieces to attempt to control a majority of said plurality of areas on said game board, thereby dispersing said chess game pieces on said game board;

playing chess using existing chess game piece positions on said game board after one player obtains control of said majority of said plurality of areas.

15. The method according to Claim 14, further including the step of randomly dealing placement cards to players, wherein said placement cards inform players of where to set said chess pieces on said game board to start play.

16. The method according to Claim 14, wherein some of said play spaces in each of said plurality of areas are control spaces and said players control one of said plurality of areas by positioning a chess game piece on a majority of said control spaces.